

TITLES & UPDATES RELEASED IN FIRST QUARTER OF 2015 (JAN – MARCH)

UPDATES

January 14, 2015	Frozen Free Fall	<p>We released the update version 2.3 with a new icon and the following features.</p> <ul style="list-style-type: none"> • 45 New Year themed levels (levels 136-180). You can earn access to these levels by beating all Holiday levels, or purchase access to them instead. • 10 New Year themed Collectibles. • New Balloon tiles. Make a match next to a Balloon to pop it. Pop enough balloons to win the level. • New Firework tiles. Make a match next to a Firework to send it spinning off in the opposite direction. They will “eat” tiles of their same color. If a Firework tile eats enough colored tiles it will be removed from the board. Remove enough Firework tiles to win the level. • New Blowout Olaf power-up. Turns 5 random regular crystals into Iceberg tiles. The Icebergs explode instantly (1 time only).
January 15, 2015	BOLA	<p>We released the first update version 1.1 for BOLA. Here are the new features.</p> <ul style="list-style-type: none"> • Facebook support has been added <ul style="list-style-type: none"> ○ You can now play against the team of one of your facebook friends ○ You can now send invites ○ You can now share some game events in your timeline • AI for players and rival teams has been improved • Control responsiveness and reaction has been improved, “swipe” and “tap” commands work much better now • Shooting was improved, it has better reaction and it’s visually better too. • Goalkeepers AI was improved so it’s more realistic. • Passes physics was improved so they’re more realistic. • Steal control has been improved too, when the user loses the ball it’s enough to chase the ball carrier and whenever it’s close enough an automatic steal attempt will trigger • General navigation of the game has been improved, better and clearer screens allow the user to understand the state of the game and the possibilities in each section. • Animations were added to the interface, some of them are functional and allow the user to understand what’s going on (xp collection, team management screen, pvp mode). • French and German are now supported • Performance and memory usage have been improved, the game runs better in mid/low-end devices. • More than 200 minor fixes and interface improvements • We’re adding 2 new tournaments too. You can see a couple images of the 2 new tournaments here. They are the “El Dorado” and “Golden Pretzel” tournament that have been added at the most difficult end of

		Bola's single player path, so they're nice challenges for the experienced players.
January 21, 2015	Maleficent Free Fall	<p>We released the update version 1.7 with the following features.</p> <ul style="list-style-type: none"> • 40 new Moors levels • New Fairie companion: first available in Moor level 41 • New Color Swap power-up: First available in Moor level 42. Tap 1 gem to select a color of your choice. Select a second gem to transform all gems of that color type into the color of the gem you picked first. • New Berry tiles: first available in Moor level 41. Make a match next to the Berry tiles to decrease their size. They give you extra points when they are removed from the board. • New Stone tiles: first available in Moor level 63. Remove 9 gems of the Stone's color to remove the Stone tile from the board.
February 4, 2015	Frozen Free Fall	<p>We released the update version 2.4 with a new icon and the following features.</p> <ul style="list-style-type: none"> • New Valentine themed levels (181-210) • 10 new chocolate Collectibles you can gather to get free Lives. • New Valentine Olaf, first seen in Valentine level 137. User his Melting Heart power-up to hit all crystals in a heart shaped area 1 time. • New Frozen Heart tiles, first seen in Valentine level 181. Make a match next to the Frozen Heart tile to remove a layer of frost from it. Remove all layers of frost to remove the Frozen Heart from the board. Remove enough Frozen Hearts to will the level. Every match you make that does not remove frost from a Frozen Heart causes more Frozen Hearts to appear, and more frost to cover all the Frozen Hearts. • New Rose and Rose Leaf tiles, first seen in Valentine level 186. Make a match next to a Rose tile to make it bloom. Make each Rose tile bloom 3 times to remove it from the board. Remove enough Roses to win the level. Each time you make a Rose tile bloom, it will create 8 Leaf tiles around it. You can make a match next to a Leaf tile to remove it immediately, but they will also wither away after you make 3 matches elsewhere on the board.
February 10, 2015	Frozen Free Fall	<p>Hot Fix for Android, Version 2.4.1</p> <p>We have released a Hot fix on February 10 to fix a few behind-the-scenes issues with Google Cloud.</p>
February 18, 2015	Maleficent Free Fall	<p>We released the update version 1.8 with the following features.</p> <ul style="list-style-type: none"> • 40 new Moors levels (81-120) • Moors levels must now be downloaded before they can be played. They will download automatically

		<p>when you go to the Moors book if you are connected to a network.</p> <ul style="list-style-type: none"> • New insect fairie companion (I don't know its real name). First appears in Moor level 81. • New Blocker Removed power-up. This is the insect fairie's power up. It removes 9 random blocker tiles (grass, locked tiles, flowers, rotators, etc.) from the board. • New Rotator tiles. First seen in Moor level 81. Each match you make causes them to rotate 90 degrees. You have to make a match next to the side that the rotator is facing to trigger it. Trigger a rotator 5 times to remove it from the board. • New Chest tiles. First seen in Moor level 103. Make a match next to a chest to open it. It will generate random tiles types on the board. Maybe they will help you, maybe they won't.
February 25, 2015	Maleficent Free Fall	<p>We released a Hot fix v. 1.8.1 for all platforms.</p> <p>This hot fix addresses as issue where if you load into level 97 without playing any other levels during your session, the Color Accumulators don't activate, and you can't beat the level.</p>